

ABSTRACT OF THE DISCLOSURE

10 A disclosed player tracking unit utilizes a memory arranged to store a plurality
of different communication protocols allowing the player tracking unit to
communicate with a plurality of different types of gaming machines and a plurality of
different types of player tracking servers. The player tracking unit may contain many
different types of player tracking peripheral devices such as card readers, key pads,
15 displays, bonus buttons and biometric input mechanisms. The peripheral devices
contained in the player tracking unit may be accessible to the master gaming
controller on a gaming machine and may be utilized by the master gaming controller
for other gaming applications. The player tracking unit may be designed with a
standard housing and standard device layout allowing the player tracking unit to fit in
20 many different types of gaming machines with minimal modifications to the gaming
machine or the player tracking unit.